IN THE CLAIMS:

1   1.   (Currently Amended) A method of delivering an interactive application to a

2   plurality of target platforms constituted by different broadcast networks, each broadcast network

3   operating a respectively different broadcast protocol, the method comprising:

4   providing a set of application components;

5   converting the set of application components into a plurality of streams of

6   broadcast data, each stream of broadcast data conforming with a̶ the broadcast protocol of the

7   respective target platform; and

8   delivering each stream of broadcast data to its respective target platform.

1   2.   (Original) A method according to claim 1 further comprising manually inputting

2   real-time application data;

3   converting the real-time application data into a plurality of streams of real-time

4   broadcast data, each stream of real-time broadcast data conforming with a respective target

5   platform; and

6   delivering each stream of real-time broadcast data to its respective target platform.

1   3.   (Original) A method according to claim 1, further comprising storing the

2   application components and/or real-time application data in a data store; and retrieving the

3   application components and/or real-time application data from the data store before converting it

4   into a stream of broadcast data.

1   4.   (Original) A method according to claim 1, wherein the step of converting

2   comprises translating, substituting, selecting, time managing, or adapting for different data

3   transmission mechanisms.

1   5.   (Previously Presented) A method according to claim 1, further comprising

2   receiving and processing return data from one or more of the target platforms.

1   6.   (Original) A method according to claim 5 wherein the application comprises a

2   game and the return data comprises game-play input.

1   7.   (Previously Presented) A method according to claim 1, wherein each target

2   platform comprises an application processor.

1   8.   (Original) A method according to claim 7 further comprising interrogating the

2   application processor to determine the data capabilities of the application processor; and

3   downloading data from the stream of broadcast data in accordance with the determined data

4   capabilities of the application processor.

1   9.   (Currently Amended) Apparatus for delivering an interactive application to a

2   plurality of target platforms constituted by respective different broadcast networks, each

3   broadcast network operating a respectively different broadcast protocol, the apparatus

4   comprising:

5   a system for providing a set of application components;

6   a plurality of broadcast systems interfaces each converting the set of application

7   components into a respective stream of broadcast ~~data,~~ <u>data</u> conforming with the <u>broadcast</u>

8   <u>protocol of the</u> respective target platform;

9   a system for delivering each stream of broadcast data to its respective target

10   platform

1   10.   (Cancelled).

1   11.   (Previously Presented) A method according to claim 1, wherein the application

2   components comprise one or more of executable program files, bit maps, sound samples, real-

3   time data instructions, and video chips.

1   12.   (Previously Presented) A method according to claim 4, the method comprising

2   substituting an application component with an alternative component on one of the broadcast

3   data streams.

1   13.   (Previously Presented) Apparatus according to claim 9, the apparatus further

2   comprising means for substituting an application component with an alternative component on

3   one of the broadcast data streams.

1   .14.   (Previously Presented) A method according to claim 1, wherein each target

2   platform comprises a plurality of application processors.

1   15.   (Previously Presented) A method according to claim 14, wherein the converting

2   step compensates for timing differences between the broadcast networks in handling the

3   broadcast data so as to temporally synchronise the broadcast data at each application processor.

1   16.   (Previously Presented) A method according to claim 15, wherein the

2   compensation is achieved by selectively delaying broadcast of data to the target platforms.

1   17.   (Previously Presented) A method according to claim 15, wherein the

2   compensation is achieved by including timing information in the broadcast data.

1   18.   (Previously Presented) Apparatus according to claim 9, wherein each target

2   platform comprises an application processor.

1   19.   (Previously Presented) Apparatus according to claim 9, wherein each target

2   platform comprises a plurality of application processors.

1   20.   (Previously Presented) Apparatus according to claim 19, wherein the broadcast

2   systems interfaces compensate for timing differences between the broadcast networks in

3   handling the broadcast data so as to temporally synchronise the broadcast data at each

4   application processor.

1   21.   (Previously Presented) Apparatus according to claim 20, wherein the broadcast

2   systems interfaces carry out the compensation step by selectively delaying the broadcast of data

3   to the target platforms.

1   22.   (Previously Presented) Apparatus according to claim 20, wherein the broadcast

2   systems interfaces carry out the compensation step by including timing information in the

3   broadcast data.